90-DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (213) 320-7167.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division
2421 205th Street, Suite D-104, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number noted above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Sammy, enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion, of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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2421 205TH STREET, SUITE D-104
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SNS-YS-USA

WANDERERS FROM YS III™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

Thank you for selecting the adventure-packed "WANDERERS FROM YS™" SUPER NINTENDO ENTERTAINMENT SYSTEM® game pak by American Sammy Corporation™. Please read the instructions and warnings that follow to enhance your playing enjoyment.

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WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

Nintendo

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Our tale takes place after Adol and his friend, Dogi, have completed a harrowing adventure in which they conquered an evil force and saved the land of Ys from doom.

As the pair continues to journey about the land of Ys, they come upon a town being visited by a gypsy caravan. While talking to the townspeople, the two friends hear about Felgana. Evidently, mysterious weather, bad crops, and rising prices have made it a bad place for merchants to do business.

Dogi was worried. His hometown, Redmont, was in the heart of Felgana. His uneasiness is heightened when he has his fortune told by a beautiful fortune-teller. The fortune-teller gazes into her crystal ball, but as Dogi's future is being revealed, the crystal ball explodes!! The explosion leaves the fortune-teller unconscious. Something mysterious was happening!

Adol had a nagging premonition. "Let's go to Redmont, Dogi.", he said. Thus, Adol begins a new adventure in the land of Ys...

ADOL

As a youth, Adol wanders about in search of adventure. He has travelled throughout the lands of Ys helping those in need.

ELLENA

A friend from Dogi's childhood. Ellena is kind-hearted and naive. She is distressed about the activities of her brother, Chester.

CHESTER

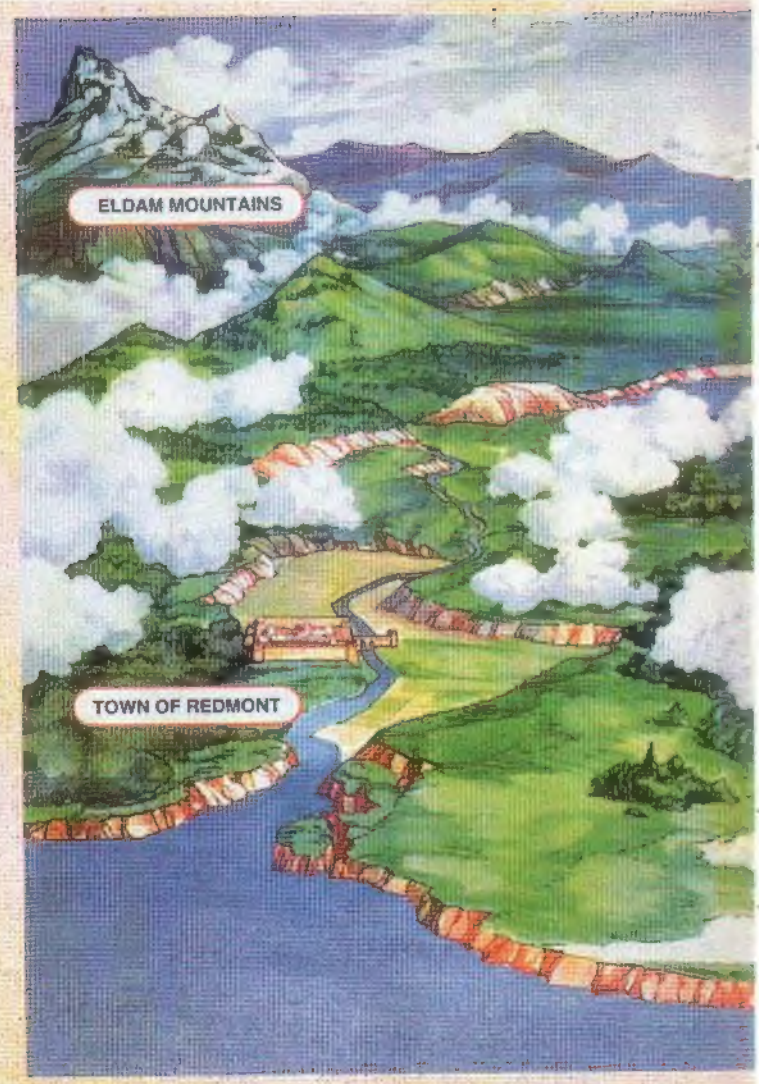
He was once a close friend of Dogi's. He has a haunted past and is now serving the wicked Lord McGaya.

LORD McGAYA

The ruler of Ballacetine Castle. He is hatching an evil plot to serve his sinister ambitions.

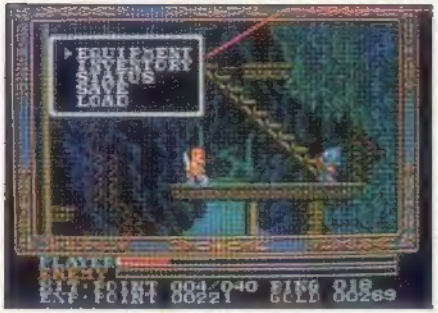
DOGI

A travelling companion of Adol's. Dogi now returns to Felgana after a 10-year absence.



HOW TO MOVE ON THE MAP

After you leave the town of Redmont, a map appears on the screen with various destinations. As the story progresses, you will be able to visit more places.



WINDOW
Press the select button to open option window.

PLAYER

The length of this bar is Adol's maximum number of hit points. The yellow area indicates the remaining amount of hit points available. The red area indicates damage.

ENEMY

The hit points of the monster being attacked. Again, yellow indicates remaining hit points, and red indicates damage.

HIT POINT

These numbers are equal to the Player's hit point bar. The first number indicates remaining hit points, while the second number is the total hit points. If the remaining hit points reach 0, the game is over.

EXP. POINT

Receive experience points by battling monsters. An increase in level will occur after attaining a certain amount of hit points.

RING

While wearing a ring of a particular power, this number will count down to zero, at which time, the ring's power will become ineffective.

GOLD

The amount of money that you have earned.

EQUIPMENT

This screen shows which weapons, protectors, and items Adol has available. Those items which are equipped have a red glow behind them.

• To use weapons and protectors (shields and rings), move the yellow cursor, using the Control Pad, to SWORD, SHIELD, ARMOR, or RING, and press to the right or left to move the red cursor to the desired item. The item will be automatically activated.

• To use an item, move the yellow cursor to ITEM, and move the red cursor to the desired item. Return to the main screen by pressing the B Button, then press the A Button to use the item.

INVENTORY

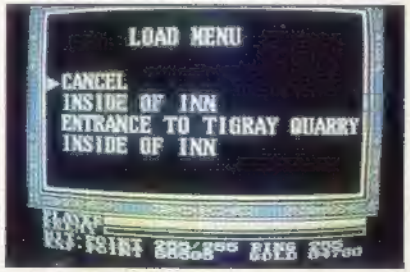
By placing a cursor on an item in INVENTORY, you can identify it. Certain events will trigger the automatic use of these items - you cannot manipulate them.

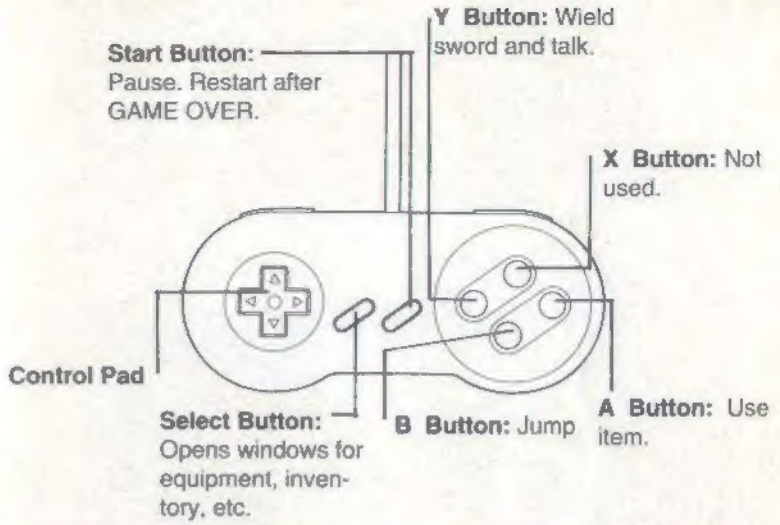
STATUS

Here you can check Adol's status.
LEVEL: Adol's maximum level is 16 units.
STR: Attacking power.
DEF: Defensive ability.
HP: Hit Points-Present/Maximum
GOLD: Available funds.
EXP: Experience points earned. Max = 65,535
NEXT EXP: Experience points needed to increase level.

SAVE • LOAD

There are 5 save menus with 3 spaces per menu, which allows a total of 15 spaces to save your game. You can save at any time, except when encountering certain monsters. While on this screen, move the arrow to the desired section, and press the B button to save. If you would like to jump to a saved area, select the Load Menu and press the B button. If you wish to end the game, first press the reset button, then turn your SUPER NINTENDO ENTERTAINMENT SYSTEM ® off.





MOVE

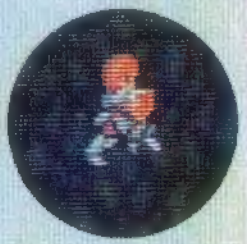
Move Adol by pressing the Control Pad to the left or right.

SQUAT

Pressing the Control Pad down will make Adol squat. If you press the pad down and to the left or right, you will crawl along the ground.

JUMP

To cross rocky areas, stairs, etc., you will have to jump.



FIGHTING TECHNIQUES

You must master several sword-fighting techniques to survive in the world of Ys. You must determine which technique is best to use against particular foes.

BASIC ATTACK

Y Button:

The closer you are to the enemy, the more damage you will cause.

CHARGING ATTACK

Control Pad left/right + Y Button:

An attack may be more effective if you can charge while swinging your sword.

JUMPING ATTACK

B Button + Y Button:

A tactic against flying enemies, but it requires good timing.

DOWN AND SLICE

Control Pad down + Y Button:

This is an optimum way of reaching enemies that are close to the ground.

CRAWLING

Control Pad down diagonally left or right + Y Button:

An excellent way to get through tight passages.

UP THRUST

Control Pad up + Y Button:

An effective attack against enemies attacking from above.

DOWN THRUST

Control Pad down + B Button + Y Button:

An attack with tremendous destructive power when executed properly.

Aside from attacks, Adol can talk to townsfolk, open doorways, and unlock treasure chests.

CONVERSATION

To talk, walk as close to the person as possible, and press the Y Button. Some individuals will only require that you walk into their presence.

OPEN A TREASURE BOX/DOOR

Stand in front of the box or door you wish to enter, press the Control Pad up, and the door/treasure box will open. Some doors may require you to have a key.

CLIMBING STAIRS

To climb stairs, press the Control Pad in the direction of the stairs.

The Tool Store in Redmont will provide many of the items you will need for battle. However, the following is not a complete list of these weapons, as other items may be found during your adventure.

SWORDS

Short Sword

This sword is light and easy to handle, however it lacks in power.

Long Sword

A meter longer than the Short Sword, this weapon is harder to wield.

Broad Sword

Made of pure iron, it has tremendous destructive potential.

ARMOR

Leather Armor

This is a lightweight armor, providing slightly more protection than regular clothing.

Chain Mail

Constructed of iron, it is well worth the money.

Plate Mail

Tough and heavy, this armor offers solid protection.

SHIELD

Wood Shield

It's cheap and light, making it just a little better than using your hands to block.

Small Shield

Made of a metal alloy, this shield makes for a moderate defense.

Large Shield

Heavy and expensive, the iron of this shield will provide excellent defense.

Power Ring

This ring doubles Adol's attack power.

Time Ring

When worn, time slows to half it's normal speed. Everything in the area is affected except for Adol.

Shield Ring

Protection power is raised so that Adol's damage is reduced by half.

Protect Ring

Adol will not receive damage, but the power of the ring is consumed rapidly.

Healing Ring

Recovers hit points.

Herb

Recovers all hit points. It can only be used once.

Amulet

Capable of inflicting great damage, this item can only be used three times before disintegrating.

Brocia's Secret Medicine

An unusual elixir which, when poured on rings, can recover some of the ring's power.

Fairy Necklace

A necklace of unusual, mysterious power.

Illusion Mirror

It's reflection freezes the movement of any enemy for a short time.

The Town of Redmont

This tale begins and ends with Redmont. The town's livelihood depends on the Tigray Quarry.

Supply Store

Cinthea is the owner of the only supply shop in Felgana. Herbs, mirrors, and special items are sold here in a seemingly unlimited quantity. She can also aid in the recovery of ring power.

Tool Store

Adniss inherited the tool shop from his father many years ago, and is proud of the shop's wide assortment of swords, shields, and armor.

TIGRAY QUARRY

A crystalline ore called "La Pearle" is mined here, under the supervision of Edgar.

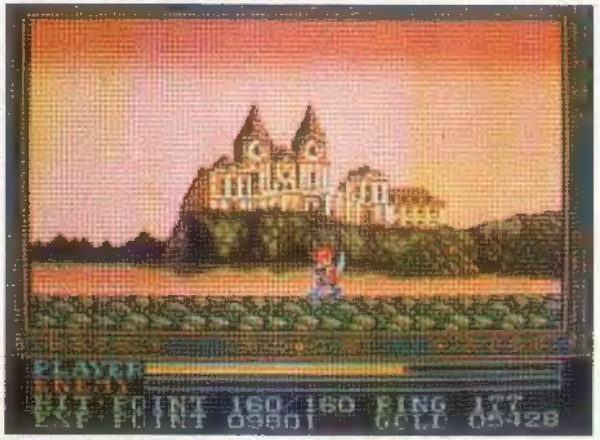
ILVERN RUINS

Located near a recently erupted volcano, it is now the devastated remains of a once grand castle.

ELDAM MOUNTAINS

"The Evil Mountains", they contain many monsters of tremendous power. It is said that a fearless hermit built a cabin in these snow covered peaks.

BALLACETINE CASTLE



It is said that this beautiful castle, with captivating views and fine works of art, has many dangerous secrets - among them, mazes, traps, and guardians.